AGENDA

• Site Maps
  • Sketching on paper first.
  • Different visual options.
  • Using Illustrator and Power Point.
  • Consider paper proto-typing.
LESSON

- ONLINE ARTICLE: A visual vocabulary for describing information architecture and interaction design
  - [http://www.jjg.net/ia/visvocab/](http://www.jjg.net/ia/visvocab/)
READING ASSIGNMENT

• Read Chapter 5 from Steve Krug’s *Don’t Make Me Think*
• Paper hand-out in class

• Read the online article: A visual vocabulary for describing information architecture and interaction design by Jesse James Garrett
  • [http://www.jjg.net/ia/visvocab/](http://www.jjg.net/ia/visvocab/)
ASSIGNMENT

• Site Map
  • Assignment: Use Microsoft Power Point, Adobe Illustrator, or any other visual mapping program to create a site map. We will be hanging them up on the walls of our classroom for an in-class walking wall critique.
ASSIGNMENT

• Site Map
  • Purpose/Objective:
    • To holistically represent a multiple user experience in a visual format.
    • To organize complex data structures using various visual mapping techniques.
    • To conceptually consider the advantages and disadvantages of existing informational structures in order to make organizational changes for improved usability.
ASSIGNMENT

• Site Map
  • Format: Two formats are due!
    1. **Printed version:** please print out your two site maps and bring them to class – we will have a wall critique.
    2. **Digital version:** Adobe Acrobat document (.pdf) posted on your UH web site.